

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions and listings of claims in the application:

**LISTING OF CLAIMS:**

1. (Canceled)
2. (Canceled)
3. (Currently Amended) A method of performing cubic mapping as recited in claim 11, wherein the continuity adjustment code is obtained from a table of codes, the table being indexed by the face ids [[identifying numbers for the faces]].
4. (Currently Amended) A method of performing cubic mapping as recited in claim 11,  
wherein the approximation to the derivative of the texture coordinates is based on the difference between the texture coordinates of the neighboring pixels; and  
wherein [[the continuity adjustment]]adjusting the texture axes includes swapping, orientation of the texture axes of one of the faces so as to adjust the texture coordinates [[coordinates in a pair of texture coordinates]].
5. (Currently Amended) A method of performing cubic mapping as recited in claim 4,  
further comprising the step of normalizing the texture coordinates prior to computing the LOD parameter; and  
wherein [[the continuity adjustment]]adjusting the texture axes includes compensating for the normalizing step.
6. (Original) A method of performing cubic mapping as recited in claim 5, wherein the step of compensating includes adding or subtracting one.
7. (Currently Amended) A method of performing cubic mapping as recited in claim 11,  
wherein the approximation to the derivative of the texture coordinates is based on the

difference between the texture coordinates of the neighboring pixels; and

wherein ~~[[the continuity adjustment]]~~adjusting the texture axes includes ~~[[negating one of the texture coordinates]]~~flipping the orientation of one of the texture axes of one of the faces so as to adjust the texture coordinates.

8. (Currently Amended) A method of performing cubic mapping as recited in claim 7,

further comprising the step of normalizing the texture coordinates prior to computing the LOD parameter; and

wherein ~~[[the continuity adjustment]]~~adjusting the texture axes includes compensating for the normalizing step.

9. (Original) A method of performing cubic mapping as recited in claim 8, wherein the step of compensating includes adding or subtracting one.

10. (New) A method of performing cubic mapping with texturing, comprising

selecting neighboring pixels to be mapped;

mapping each selected pixel to a cube face based on the magnitude of a normal vector for each face;

for each of the faces to which the selected pixels are mapped, assigning a face id and defining the orientations of the texture axes of the face in terms of the normal vectors of the cube faces;

computing continuity-adjusted derivatives based on the assigned face ids and the defined orientations of the texture axes; and

computing, based on continuity-adjusted derivatives, a level of detail (LOD) parameter for the texturing of said pixels.

11. (New) A method of performing cubic mapping as recited in claim 10, wherein the step of computing continuity-adjusted derivatives based on the assigned face ids and the defined orientations of the texture axes includes:

obtaining a continuity adjustment code based on the assigned face ids;

adjusting the texture axes of at least one of the faces based on the adjustment code to make the

texture axes consistent and continuous between the faces; and

computing an approximation to the derivatives of the texture coordinates based on the adjusted texture axes.

12. (New) A program storage device readable by a machine tangibly embodying a program of instructions executable by a machine to perform a method of cubic mapping with texturing, said method comprising:

selecting neighboring pixels to be mapped;

mapping each selected pixel to a cube face based on the magnitude of a normal vector for each face;

for each of the faces to which the selected pixels are mapped, assigning a face id and defining the orientations of the texture axes of the face in terms of the normal vectors of the cube faces;

computing continuity-adjusted derivatives based on the assigned face ids and the defined orientations of the texture axes; and

computing, based on continuity-adjusted derivatives, a level of detail (LOD) parameter for the texturing of said pixels.

13. (New) A method of performing cubic mapping as recited in claim 12, wherein the step of computing continuity-adjusted derivatives based on the assigned face ids and the defined orientations of the texture axes includes:

obtaining a continuity adjustment code based on the assigned face ids;

adjusting the texture axes of at least one of the faces based on the adjustment code to make the texture axes consistent and continuous between the faces; and

computing an approximation to the derivatives of the texture coordinates based on the adjusted texture axes.

14. (New) A method of performing cubic mapping as recited in claim 13, wherein the continuity adjustment code is obtained from a table of codes, the table being indexed by the face ids

15. (New) A method of performing cubic mapping as recited in claim 13,  
wherein the approximation to the derivative of the texture coordinates is based on the difference between the texture coordinates of the neighboring pixels; and  
wherein adjusting the texture axes includes swapping orientation of the texture axes of one of the faces so as to adjust the texture coordinates.
16. (New) A method of performing cubic mapping as recited in claim 15,  
further comprising the step of normalizing the texture coordinates prior to computing the LOD parameter; and  
wherein adjusting the texture axes includes compensating for the normalizing step.
17. (New) A method of performing cubic mapping as recited in claim 16, wherein the step of compensating includes adding or subtracting one.
18. (New) A method of performing cubic mapping as recited in claim 13,  
wherein the approximation to the derivative of the texture coordinates is based on the difference between the texture coordinates of the neighboring pixels; and  
wherein adjusting the texture axes includes flipping the orientation of one of the texture axes of one of the faces so as to adjust the texture coordinates.
19. (New) A method of performing cubic mapping as recited in claim 18,  
further comprising the step of normalizing the texture coordinates prior to computing the LOD parameter; and  
wherein adjusting the texture axes includes compensating for the normalizing step.
20. (New) A method of performing cubic mapping as recited in claim 19, wherein the step of compensating includes adding or subtracting one.